Mid - Florida Atari Computer Club Bulletin

November, 1993

Vol. 10, No.11

This is the monthly bulletin of the Mid-Florida Atari Computer Club. In it are articles written or submitted by members who feel they are of interest to all users of Atari computers.

You may wish to join a computer club to share the beneficial aspects of having others around you who have similar machines, like interests, and a desire to share what they know with others. A users group can help you understand things about your computer that they have already discovered.

Our membership, at $12.00 per year, entitles you to the newsletter, access to the disk libraries, and club meetings where all the fun and education happen on a monthly basis.

We meet in the Orlando Library building downtown Orlando, 101 E Central Blvd. At 1:30PM on the second Sunday of each month. Feel free to join us there next month to learn more about the wonderful world of computers, and Atari computers in particular.

For Newsletter Exchange

M.F.A.C.C.
C/O Bob Smith
3729 Yosemite Dr.
Orlando, FL 32818

M.F.A.C.C. Affiliated BBS Listing:

The Club	290-0404
Top Gun	381-5403
Starbase 1	381-2610
Inner Core	294-5183
Atari Attic	521-7357

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MID-FLORIDA ATARI COMPUTER CLUB

From The President

By Bob Smith, President

This month we are having a Pizza Party and at our Pizza Party, we will be having Thanksgiving Pizza, made out of the finest turkey dough that can be captured. This is the start of the real holiday season and Thanksgiving is for giving thanks. (Rocket science that is not.) Well, I will attempt to give thanks.

First thank you this month goes to the very fine Pizza Hut and management, who most graciously made this party a realty. Thank you and this "Pie Crust" is for you. In line with this, thank you #1A goes to Art Averett, for the almost single handed investigation, arranging and contacts, in making this event happen. Art, "WELL DONE"!

Second thank you this month goes to the MFACC Board Members who have served with extinction and distinction the Club in their various capacities. Quite frankly, without their help the meetings would not be nearly as well run as they are now. In addition, I also want to thank our two librarians, who have contributed much hard work. Our ST librarian is Rick Sava, of Quincy's fame and our 8 Bit Librarian is Art Averett of Air Force fame. Rick was so overwhelmed by this tribute, that if you tell him thank you personally, he will actually cry and offer you a top of the line dinner at any Quincy's restaurant. Rick is a very high placed executive in that chain and is most generous. Just ask him and he will tell you so.

Third thank you goes to Gail Kindstrom. He is 1/2 of the Newsletter team and without his help, this extremely well done and fine newsletter would not be produced. Third thank you 1A goes to all of the members who have contributed articles and made for some very interesting and informative reading. (Now for the usual plea:)

(WE NEED MORE. THANK YOU!!)

Fourth thank you goes to the sponsoring and affiliated Bulletin Board Systems that directly sponsor the MFACC Message and File Sigs. These are, in no particular order, The Inner Core, Top Gun, Starbase 1, Atari Attic and The Club. I am extremely sad to say that The Club BBS has gone to the great BBS home in the sky.

Fifth thank you, (and this is a personal one), goes to some very special and close friends of mine that I have met through the MFACC over the years. I give thanks for the extreme priviledge and pleasure of being made a gift of your friendship. Among these friends I count our Atari Dealers. They have supported us in almost every way. To them I say THANK YOU and WELL DONE!!

Sixth and final thank you, (Ok, stop crying now), goes to everyone who has been a member, is a member and will be a member in the future. Thank you.

Now, onto some other things. We have completed our first 6 months at our location, the Main Library in Orlando and it has been an overwhelming success. This location has offered all of the amenities that our Club could ask for. I will be renewing our agreement for another 6 months to keep our location. The next meeting will be a normal meeting at the usual time of 1:30PM on December 12, 1993. Please be sure to attend.

A few paragraphs ago, I thanked the two local Atari Dealers for their support. Well, I have now have to say thank you to the few atarians that have supported them. As a whole, the membership support of our dealers has been less than an overwhelming success and this distresses me greatly. You use the products and hardware of Atari and no doubt enjoy it. Why not pay a visit to our supporting dealers and see what they have to offer. Quite frankly, if the support continues to be so dismal, we may not have any dealers to pay a visit to. Again, I say THANK YOU to Morrison Computers and ALI Computers for all of the support you have provided to the Mid-Florida Atari Computer Club specifically and to the Atari community in general.

Ok, enough of this, my Turkey Pizza is getting cold and I have to go speak to Rick about my dinner. See you next month.

Minutes Of The M.F.A.C.C. General Meeting

October 1993

10-10-93 1:45 Call to order.

Old business: November 14 meeting has been set for a Pizza Party.
The location will be the Pizza Hut on Silver Star Rd. and Powers Dr.

Jim Porter said that C.I.T.E. will be having a walk to raise money.

Gail announced Sun Bank update about rates.

Dan Paul, Rod & Dot Rodriguez were welcomed as visitors.

After a 2:08 adjournment..... Bill got 1st in the 50/50 and Rod Rodriguez got 2nd prize in the 50/50

Everyone sure is looking forward to the Pizza Party.

Some phone numbers you will need to communicate with our club:

President:
Bob Smith ☛ 299-5374

Vice-President:
John Baker ☛ 823-9705

Treasurer:
Bill Baker ☛ 277-3438

Secretary:
Gail Kindstrom ☛ 293-3063

Librarians:
8-Bit:
Arthur Averett 290-2096

ST:
Rick Sava ☛ 574-6033

Publicity:
Jim Porter ☛ 695-1467

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Treasurer's Report
November, 1993

Opening balance for checking	$686.11
Deposit	35.00
Service charge	0.00
Ending Balance	$721.11

As of October 30, 1993

Birthdays for November

Mike Graham
Dennis Griffith
Duane Hoffman
Larry Regan
Steven Senft
Charles Smyth

What do you want for X-mas?

Ole Saint Nick...

800 XL 256k $40
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Mono Monitor for 8-bit $25
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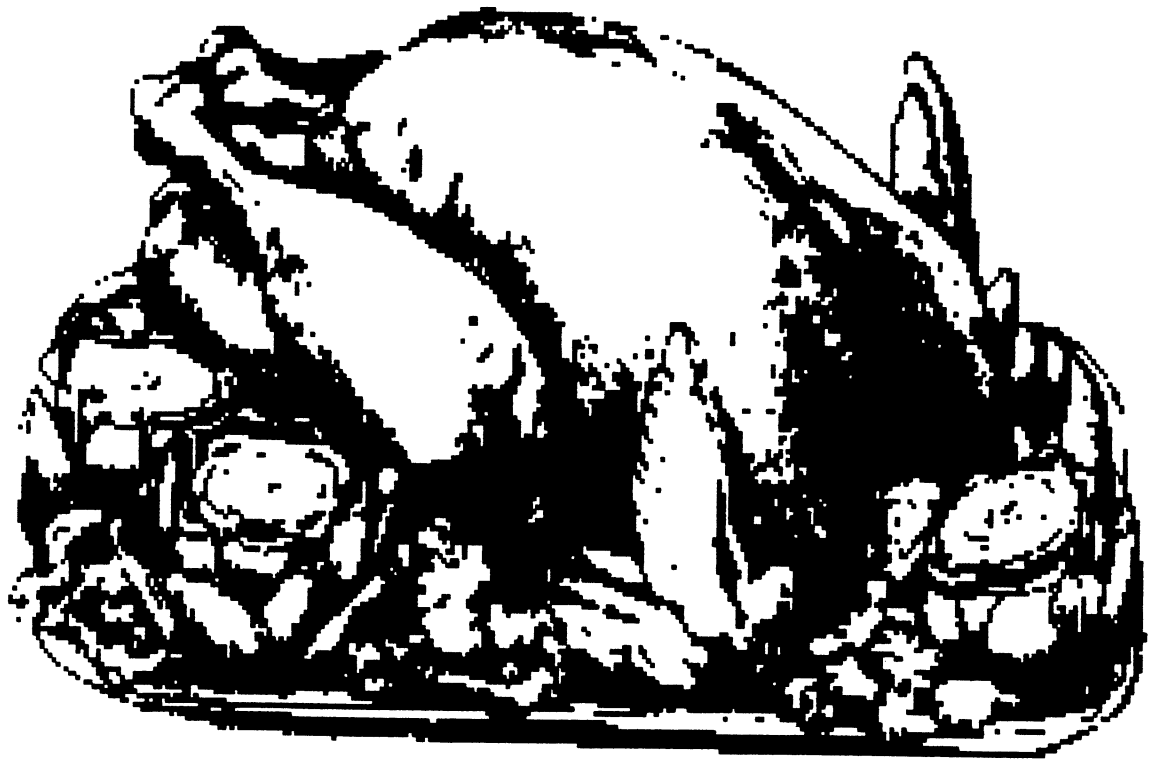
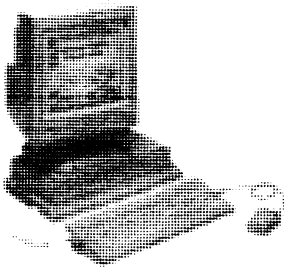
Many more items, see Gail or call 407-293-3063



Hey Bob. This bird is for you!

We Have Been Under New Ownership Since November 1992



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Supra 2400 Modem	70	Lemmings 2	43	A320 Air Bus	52	X Witch-It	31
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Civilization

Or
How to turn one
little covered wagon
into a world of trouble.

by Bill Baker

Whenever I have sought out a good, playable, great graphics, good play game with a lotof thought put into it, I have selected one of Sid Meier's creations. Microprose brought us at Atari a number of his gems, first in the eight bit world, then more recently, for the ST series. My last was Silent Service, with its several levels of strategy and difficulty.

Now, once more, Sid has outdone himself with "*Civilization*"! Starting with but a single player 'tile' which moves about on an ever enlarging map, discovering wealth, or scrolls of wisdom, or friendly tribes to help your kingdom grow, and sometimes a horde of barbarians hell-bent to destroy your player, you try to search the entire "world" of the game, acquiring terriotory, cities, wealth and the wisdom of the ages as you go, striving to be the first man on the moon to win the game.

To be sure, all the possibilities seem to be covered here. Game play can be varied by selecting the level of youer people''s ruler, from chieftan, the simplest, to Emperor, the most complex. The game's AI protocol will throw the problems at you in proportion. You need to select a tribe from the listing, (or type in your own), and selet a name for the Patriarch of your tribe and let it happen.

Copy protection for this game, as in others written by Sid, is pictorial. Without the manual you will never get past your fiftieth turn, and the extensive picture scheme requires a search therough dozens of pages to find just the right one. The manual also provides a "timeline of civillization" to refer to so you don't overlook something critical while you are picking out what to 'invent' next.

Each city you create by rolling a wagon to a likely spot and hitting the B(uild city) manufactures one single thing at a time to aid you in growing into a great kingdom or republic. I suggest you build a militia first, then a settler, and begin to develop the land around your new city. You can I(mprove the land), or M(ine the hills or swamps) and put in a system of roads to build up trade.

As you move on, you need to build your city a granary, a temple, a market, and finally, a barracks. A caravan can be sent out to establish trade routes when you are advanced enough. Keep the tax rate as low as possible and your scientific advances will move along at a GOOD CLIP.

Next time we will talk about the progression through the military playing pieces as your civilization improves. It helps to learn quickly who is more powerful in which battle, and have that more powerful piece at the ready.

(Editor's Note: At long last here is the definitive series about the trials and tribulations of this fine game. Bill Baker, our esteemed treasurer, has started us on a literary journey through "*Civilization*". The newsletter staff are indebted to Bill for his fine work.)

EdHak v3.02 - The Super Editor from Clear Thinking

Review by: Albert Dayes
CIS: 70007,3615 GEnie: AEO.1

Program author: Craig Harvey

This program/desk accessory called EdHak is an amazing product that just keeps getting better and better. First and foremost the program is a standard text and binary file editor, in a movable and resizable GEM window. Unlike other editors the size of RAM is not a factor when editing files. A binary or text file may be of any size, and can still be edited regardless of the amount of RAM available. The second is the Hacker layer. The defintion of a Hacker is, a person who enjoys learning the details of programming systems and how to stretch their capabilities, as opposed to most users who prefer to learn only the minimum necessary. With this lethal combination of EDitor and HAcKer one has a very powerful tool called EdHak.

//// The Program Layers

Beyond the realm of file editing are other layers to be explored in one's computer. These layers include RAM, ROM, disk and telecommunications. In telecommunications one can use EdHak as the standard editor with certain telecom programs. These programs include STALKER 3.x by Gribnif software and Jim Ness's QuickCIS (A Compuserve navigational program).

//// The Editor

The editor lies within a standard GEM window. In the title and info lines of the window are the following:

a) A menu bar (for accessing EdHak options with a mouse).
b) The name of the file currently being edited.
c) Current line (row) the cursor is on.
d) Current column the cursor is on.

For almost every menu option there is a key equivalent. By pressing the help key, one is given a short list of most of the key equivalents and what operations they perform.

The editor itself has two basic modes of operation and two modifiers. The modes include normal and hack mode. The modifiers include character or hexadecimal. The hack mode is different from the normal mode because it displays some unprintable characters (e.g., Carriage Return (CR) and Line Feed (LF)). Another thing that hack mode shows is the hexadecimal value of the character under the cursor. The modifiers affect the way the contents of the buffer, are viewed. With the character modifier each character is displayed as it ASCII or extended ASCII value. With the hexadecimal modifier, each character is shown as its hex value (which is defined by two digits which have a value of 0-15 (0-9, A-F). And where the combined value of the two digits is equal to 255 (decimal) or FF (hex)).

Most operations can be performed by either the mouse or keyboard including block operations. Most editors can only select complete or partial lines but EdHak can do better. One can select a rectangular block anywhere in the buffer. For example, one can just select everything between lines ten and fifteen, and only include columns two and three. Special operations can also be performed on the first column, of a block. One can add a space, quote (">", which is useful for BBS users) or delete, the first column.

Since the file being edited can be of any size, it is easier with this version of EdHak. In earlier versions an alert box came up everytime one was accessing the next part of the file. The reason being the contents of the buffer were cleared to edit the next section. This has been eliminated and makes it much easier to work with large files. When I say a file this can also be applied to RAM/ROM and disk sectors as well. Also most operations can be reversed by pressing the UNDO key.

Other special features include:

a) Insert the Current Date (at the current cursor position).
b) Insert Bytes (at the current cursor position).
c) De/Encryption of the file/buffer using a single or multiple password keys.
d) Text Macros using the Function keys (now allow for NULL byte).
e) Up to 65,000 columns for large data files.
f) Use of any of the 3 system font sizes in most resolutions.
g) Save/load a block to the clipboard or paste buffer.

//// Search Options

The search (or search and replace) options include text, decimal or hexadecimal values. Any character in the Atari character set can be used for text functions. For binary files/data one can use the hexadecimal or decimal options. When it comes to editing/viewing RAM/ROM one can use the very same options to search for a string in memory. Once the string is found that block of memory will be loaded into the buffer. Or one can type in the memory address and read the contents into the buffer. The process can be reversed so editing ram can be written back into memory. This can be dangerous, so be careful when you use this option. This also applies to physical sectors on the disk as well. One just opens a file but leaves the file name blank, to start the process. These sectors are read from the current partition (logical drive letter (i.e., A,B,C,D...). So sector values are relative to the drive letter and not an absolute value.

//// Communications

There are several ways to communicate with other programs. One can use EdHak as an editor for telecommunications programs, as stated earlier. One can also use the clipboard option, to move data between different programs. This is true if running under MultiTOS or running EdHak as a desk accessory. One can also upload the contents of the buffer, to either the serial or midi ports, with ease.

A very handy feature is called KWIKSEND. This allows one to send a block through the keyboard buffer. Why is this useful? When using a program (such as a database, spreadsheet, or word processor) that does not allow merging of text/data from another file, just call on EdHak. This also useful for users of on-line services such as GEnie, CIS, Delphi or any BBS. One can quote previous messages and then use KWIKSEND to paste the contents, into the current message being written.

//// Configuration

There are several options that can

continued next page ☞

be changed by the user. These are the defaults used by the program. Most of these options can be changed at anytime during the editing session, except for the buffer size.

a) Insert or Overwrite mode
b) Left and Right Margins
c) size of tabs (in number of spaces)
d) date format MM/DD/YY (ie 12/2/1990) or Day Mon Year (ie 22 Oct 1933)
e) automatically word wrap (on or off)
f) default font size
g) automatically load a file upon starting the program
h) save backup automatically (on or off)
i) Auto Indent (on or off) -- useful for source code editing
j) location of the clipboard (complete pathname)
k) Printer Initalization
l) buffer size (default is 10K ... must exit and restart, to take affect)

EdHak can be used for many different things. I have used it for editing binary files and examing large database files. Others use it for note taking, source code editing, editor for a telecommunications program, data recovery from damaged files, or hard disk partitions, repair of RTF (Rich Text Files), editing RAM, looking at ROM, etc. There are so many uses for this Super Editor is quite amazing. And for $29.95 it is a real bargin.

//// Conclusion And WISH LIST

The program EdHak is very useful and does not have any any bugs that I discovered. I have been using it since version 2.2 and this version (3.02), feels rock solid. There have been many revisions since the program's shareware days and its close to perfect. Well almost I still have some suggestions.

There are several things on my wish list for EdHak. Including dissasembly of RAM/ROM/buffer option. Display the byte offset from the start of the file, multiple GEM windows with cut/copy/paste between windows. At the back of the manual there is a nice quote "If there's a feature you want or a bug you've found, please don't sit there frustrated -- contact Clear Thinking ... " Craig Harvey (the author of EdHak) is a very easy person to talk to, so do not hesitate to contact him if you have any questions. You can find contact information at the end of this article. If one is still not convinced this is a good product they should get a demo of the product. Then one can try it out for him/herself. Demos are available on GEnie, Compuserve (CIS), major BBSes and directly from Clear Thinking. The demo limits the buffer size to 4K, while the commercial version does not have that limit. Clear Thinking
2753 Plymouth Rd, Suite 137
Ann Arbor, MI 48105 USA

GEnie e-mail: c.harvey
GEnie EdHak/Diary support area: CATegory 2, TOPic 40
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Modem (Clear Thinking BBS): 313-971-6035 3/12/2400 Fax: 313-761-3299 (NOTE: You must write the following voice number on any fax sent to me so I will be notified of it.) Voice: 313-971-8671 (non-business hours are best)
EdHak $29.95 (desk accessory or program by changing the file extender)

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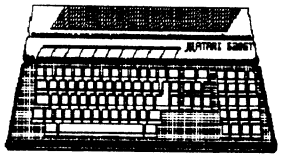

The Falcon has LANDED!!!

JAGUAR™

DATELINE ATARI
with Bob Brodie!
The Jaguar Rollout! No v. 4, 1993

Guest - Bob Brodie
Host - Lou Rocha

<[HoST] ST.LOU> This is the night we've been eagerly anticipating ... the official Jaguar rollout from New York City with a live report on the news conference held just two hours ago. As usual for our Dateline Atari RTC's, our special guest is the Director of Communications, Bob Brodie. Despite a very hectic and exciting day, Bob has chosen to give GEnie users the first accounts of this evening's news conference.

Elsewhere in the Atari ST RoundTable there is growing excitement about the Jaguar, the host of new game developers and the unbelievable climb of Atari stock which hit a high of 12 1/8 today! Before we begin, a special welcome to all new participants in the Real Time Conference - and a friendly 'welcome back' to our growing number of regulars. This evening's conference may get quite busy at my end so please be patient and I will queue you for your questions and comments as soon as I can. Now, without further ado, heeeeeeeere's Bob!

<[Bob & Ron] BOB-BRODIE> Thanks, Lou. We have a very brief account of the evening that we'd like to upload at this time, then we'll be happy to take any and all questions from the audience. I'd like to express how very excited Ron and I are to be here tonight on Atari's official online service: GEnie!!! The size of the group here tonight is just wonderful, and really helps to show the high level of interest in the Jaguar. With that, here comes our prepared remarks.

<[Bob & Ron] BOB-BRODIE> Welcome one and all!! We have just returned from the jungle!! Atari has just rolled out the 64-bit home entertainment system to a standing room only audience on the 48th floor of the Time-Life Building in New York City.

I am joined here tonight with my wife Jerri, Ron Kovacs and John Gagne of the Z*Net News Service. We are coming to you live from the Paramount Hotel on 46th St in Manhattan. We invited the cast from Les Miserables, but they were too busy to attend. :) They're just across the street.

What we have witnessed tonight is a new era for Atari Corporation. The introduction and announcement of release of the Jaguar, a 64-Bit home entertainment machine. On hand at the press conference were Jack Tramiel, sons Sam, Leonard and Garry, myself, Bill Rehbock, James Grunke, Augie Ligouri, Terry Valeski, John Skruch, Susan McBride, Purple Hampton, and many other staff members from Sunnyvale.

Major press agencies such as CBS, NBC, ABC, CNN and local reporters from the New York Times, Wall Street Journal, entertainment and Atari media were in attendance at the event. Heard from nearly ALL of the attendees were WOW and shouts of excitement from the presentation hosted by Sam Tramiel.

Guests were greeted by three male and female jet black leather and vinyl costumed jaguar cats. Tropical foliage, flowering bamboo, moist fog, blue and green tinted pin spots and animal cries, deep from within the heart of the jungle.

Inside the concept changed dramatically, encircling the entire event were Atari Jaguar and Lynx kiosks accented with blue neon rods, ice blue pin spots and more tropical foliage. Positioned in two corners of the room were wire cages with the jaguar-costumed dancers.

Sam gave a presentation, accompanied by video displays of the Jaguar TV commercial, and sales videos for the retail stores. There was no expense spared to convey the messages to the attendees that Atari is serious about marketing the Jaguar. No less than 12 screens positioned throughout the room carried the video, as well as Jaguar game play. 10 Jaguar kiosks were stationed throughout the room, each showing a different video game title. John Skruch and other employees were also prowling the crowd with pre-production EPROM carts in hand, ready to show the visitors the future of Jaguar gaming.

Atari announced the signing of a number of new developers for the Jaguar tonight, including Virgin, Interplay, Microprose, UBI Soft, Gremlins Graphics, Millenium, and Accolade. Accolade will bring Bobsy, Jack Nicklaus Gold, Al Michaels Announces Hard Ball, Brett Hull Hockey, and Charles Barkley Basketball to the Jaguar. Atari Games announced that they will be using the Jaguar as a board for their arcade games. There will be a few other developers that will be announced in a press release a little later on, as well as more details regarding the specific titles that they will be developing for the Jaguar.

Tonight, it was also brought to my attention that there are reports circulating stating that we have stopped our computer business. I'm happy to state that this rumor is 100% FALSE!

<[HoST] ST.LOU> YEA!!!!!

<[Bob & Ron] BOB-BRODIE> Atari is not leaving the computer business, we are still producing the Atari Falcon030. Just a few weeks ago, James Grunke was here in New York for the Audio Engineering Society Show, where Cubase Audio for Falcon by Steinberg was released. We feel that the Falcon is just now starting to see applications tha take advantage of it's unique capabilities.

With that, we're ready to take any questions about the event tonight, Lou, or anything else that our users might like to ask either Ron or I about.

<[HoST] ST.LOU> Thanks Bob... They're lined up and ready. First we have Dave...

<[Dave] D.SHORR> Congrats on the Jaguar, Bob! I did have a computer question but as I'm the first person at the mike, I'll change it;): will I be able to use my Atari SC1224 color monitor with the Jaguar? GA.

<[Bob & Ron] BOB-BRODIE> Hi Dave, yes....you will be able to use youe SC1224 or your SC1435 with the Jaguar. In fact, we'll be using the SC1224 in the store interactive Kiosks that we're designing. It will require you to have the optional RGB cable to use the SC1224 with the Jaguar, though. It's a great picture. :) GA

<[HoST] ST.LOU> Next up we have Scott

<[ScottJ] S.CORLEY1> Bob, could you give us an idea as to when Jaguars will be released nationwide? Also, is Atari going to put out a promotional videotape like the one put out by Panasonic for 3DO? It was really impressive. GA.

<[Bob & Ron] BOB-BRODIE> The Jaguar will be sold nationally next year.
If you live in an area where the Jaguar is not presently being sold, but wish to purchase on, you can do so via our customer service department. I'll pass all of the information on purchasing a Jaguar to Atari Explorer Online so they can write it up for everyone. We showed the videos tonight at the launch event, and they were very well received. One of them is designed to be run as a commercial, "sandwiched" around another commercial. GA

<[HoST] ST.LOU> OK... Grahan Norton is next. GA

<[Graham] G.NORTON> Bob can we expect the Jags in Canada Jan 1? Also do you have any cheap Atari stock to sell! :) GA

<[Bob & Ron] BOB-BRODIE> I'm honestly not sure what timeframe we're looking at for Canada, Graham :) Cheap stock? Not this week!! :) :) GA

<[HoST] ST.LOU> Thanks Bob.... on to Nevin Shalit.

<[NevMan] NEVIN-S> Thanks. I have two questions. First, is the Jaguar in production, or were you showing a prototype? Second, on a more personal note, how did it feel tonight after years of struggling in the computer market to get the press to pay attention to you, to have them all there in that room? GA

<[Bob & Ron] BOB-BRODIE> Yes, the Jaguar is in production...but we did show units from the pilot production run that was done first. Re your second question, it was very nice. Especially nice was to meet so many of the international press members that I have read about or corresponded with over the years. I met with Steve Young of CNN today and spoke with him before and after his filmed interview with Sam. (Boy does he hate Windows!) Paula Richards of ST Format was also on hand, and I really enjoyed getting to talk with her.

All in all, a really exciting experience. I know that Ron enjoyed getting to meet the Tramiels. All of them, including Jack were very happy to meet one of thier longest, and best known supporters. When Sam was introduced to Ron, he spent quite a bit of his time letting Ron know how much he appreciated his many years of service to the Atari Community. I like him, too. :) Hope that covered it, Nevin. :)

<[HoST] ST.LOU> Whew.... so many people in the queue... new experience :-) Thanks everyone for being patient. On to Ed Lin

<[Ed] E.LIN1> How do the initial Jaguar games compare to the 3DO in terms of graphics?

<[Bob & Ron] BOB-BRODIE> Ed, I have only seen Crash 'n Burn. It's a different sort of game than we have done so far. We've provided a number of screen shots that are available for downloading from the ST RT library via Atari Explorer Online Magazine. Rather than Ron and I giving you our opinion, why don't you download the Jaguar pics yourself and take a look at them? I'm sure that you'll be very impressed with them. Especially Crescent Galaxy! :) GA

<[HoST] ST.LOU> Sean Dougherty from Processor Direct, the newest Atari magazine, is next...

<[Sean@TWP] P-DIRECT> Bob -- To change the topic a little, Atari may still be producing the Falcon030, but with perhaps only a few thousand units sold it is obvious something more needs to be done than make them. <grin> Does Atari have plans to sell the Falcon030 through less passive means? For instance, with the help of some enthused writers, the Falcon030 has gained the interest of several special interest magazines, and it seems this would be the perfect way to "sneak" into a market, and at very little expense... GA

<[Bob & Ron] BOB-BRODIE> Sean, at this point we have no such plans. We're always interested in listening to proposals, though. I'd suggest that you contact Garry Tramiel if you have some suggestions about selling the Falcon030 via a unique means. :) GA

<[HoST] ST.LOU> Thanks Sean. Rob Anisko is next

<[Zombie] R.ANISKO> OK (hope the buffer works here...) Bob, with the Jaguar about to come out, and the Lynx available, is Atari planning on releasing the same games on both systems - it makes nice cross-over sales and advertising... (like Nint*ndo w/ the SNES and Gameboy)? GA

<[HoST] ST.LOU> It worked! :-)

<[Bob & Ron] BOB-BRODIE>

Yes and no, Rob. :) There is no question that there is some terrific opportunities to do EXACTLY what you've described. However, on the other hand we know that the hand held market is nowhere as big as the home console market. Plus, the Jaguar makes possible things that cannot be done on ANY OTHER GAME MACHINE, including the Lynx. So it's only natural, IMHO, that developers will look to do something new and exciting to stretch the envelope with the Jaguar. We do envision there being some titles that will be made available for the Lynx as well though. GA

<[HoST] ST.LOU> We still have more than 20 in the queue... on to Dale Ellis....

<[Dale] D.ELLIS16> Congrats Bob, Ron, John, Jerri. Jerri was Bob really there or across the street at Les Miserables? ;-) Real Questions: Have you thought about selling any of the products via TV Shopping? Any TV shows about the Jag? Like Discovery or FutureWatch? GA

<[Bob & Ron] BOB-BRODIE> Jerri says he was really there...thanks for checking up on him. Now, on to the "real" questions, we are open to all of those opportunities, but first want to get back into the "regular" retail environment. We feel that it is important that consumers be able to go into a store and actually see, and try out a Jaguar to fully appreciate it. So we're very excited to be in stores like Toys 'R Us, The Wiz, Babbages, Electronic Boutique Kaybee Toys....and others. GA

<[Gary] G.STOLLMAN> Bob, I am interested in programming for Atari as a developer. In your honest opinion, is this release the "do-it" thing that will put Atari back in the forefront of computers,and why is it taking so long for the Falcon to get software??? GA

<[Bob & Ron] BOB-BRODIE> Hi Gary. Yes, I think that the Jaguar is going to be a very big product for Atari. If you hae aspirations about developing for the Jaguar, I'm sure that Bill Rehbock would like to talk to you. Re the Falcon...I think there are several reasons that it's taking so long. #1 - Poor Sales. The economy in California where we do much of our business, is MISERABLE. And it's true not only for Atari, but other companies as well. One of the stock analysts that was at the event tonight told me that Apple is now sitting on a HUGE inventory of products. He said numbers that frankly, I had a hard time believing. So, the computer hardware business is just really tough right now. One of the other reasons it's taking so long is us: we've reduced our company in size to such a small level that it is really tough to be able to do everything that we would like to be able to do. For example, there was some staff at the event tonight from ST Informer. But I never had a chance to spend more than a few seconds with them at a time. I hate that, frankly. And think that once we've added some additional staff we'll be in a better position to do the things that we need to do to properly support ALL of our products. GA

<[HoST] ST.LOU> Thanks Bob. Please welcome Delroy Blake!

<[delroy Blake] D.BLAKE> I have 3 questions for you. 1) What are the specs on the Jag? - overseas news travels slow 2) do you intend to market to the Army-Air Force Excange Stores? - lots of people with money to spend and 3) What ever happen to UNIX FOR THE TT, GA

<[Bob & Ron] BOB-BRODIE> Good evening Delroy, thank you for attending our RTC tonight!!! Regarding your questions....WOW! :) I'll give you a quick run down on the specs, but I'd prefer that you check out the library here on GEnie in the ST RT for file AEO_SE1.ZIP That file has full set of press releases including block diagrams of the entire Jaguar system. The Jaguar is a full 64 bit system that has 5 microprocessors on three chips, including a 64 Bit RISC processor, a 32 Bit RISC processor, and a 68000. The bus is a full 64 bit bus. It is capable of 32 bit color, with over 16.7 million colors, and 16 bit stereo CD sound. BTW, I've just been informed by Travis Guy, Editor of AEO that the correct file name is AEO_SE_J.ZIP :) Thanks, Travis. The file will also have some Jaguar screen shots in it in GIF format. :) Re the Army/Air Force stuff....not right away, but maybe next year. At first we're doing a New York/San Francisco rollout of the Jaguar this year, then we'll finish our plans for the rest of the US later. Certainly, we want to find a way to provide the Jauguar to the Military. Lastly, re TT UNIX, we cancelled the project because we didn't feel that our version of UNIX was cost effective enough to be chosen by a broad base of people. We did feel that Atari UNIX could have been run as a text based UNIX on the Falcon, but we couldn't have close to being able to support it properly, so we cancelled it. GA

<[HoST] ST.LOU> Bob, there are over 20 in the queue and they are being extremely patient with me as I try to keep up. :-) Our next speaker is Chris Oates...

<[Chris] C.OATES2> Two questions: First, when might we see the first Jaguar TV ads? Second, about how many Jaguars have been manufactued to date? GA

<[Bob & Ron] BOB-BRODIE> Lou, in light of all the people in line, I think we should restrict everyone after Chris to just one question til we get through the queue.

<[HoST] ST.LOU> ... or you could just answer ONE question :-)

<[Bob & Ron] BOB-BRODIE> Chris, in the areas that the Jaguar is going to be sold (NY or San Francisco) you'll start to see teaser ads next week. The "real ads" will start shortly after that. Re how many Jags have been built, to be honest, I don't know. I'd need to check with our VP of Manufacturing....he's not here. It's an incredibly small hotel room. :) GA

<[HoST] ST.LOU> OK... Sir Fransis is next

<[Sir Fransis] K.DRAKE> What do you forsee being the first network use for the Jaguar (other than ComLynx) GA

<[Bob & Ron] BOB-BRODIE> I really don't know. :) I haven't had enough time to think about that yet. For the most part, we've been looking at the system as a game machine for the home to compete against Sega and Nintendo, not so much as a network machine. I do know that Sam is very keenly

interested in interactive TV via cable. GA

<[HoST] ST.LOU> Tony Wetmore is next Bob.

<[Tony] WETMORE> Bob and everyone: Bravo! You've all done an incredible job! I have 2 questions, but they're related... (actually, I have more) 3) Will I be able to mail-order a Jag from Atari this month? 4) If not, when will retail stores in NY begin receiving Jags? (oops)

<[Bob & Ron] BOB-BRODIE> Yes, and the week before Thanksgiving is when they are due in. GA

<[HoST] ST.LOU> Chris Cassaday....

<[Chris] C.CASSADAY> Bob, can you comment about the possible Dallas distribution point? Will the Jaguar be sold at the Incredible Universe this fall? GA

<[Bob & Ron] BOB-BRODIE> I've not been told officially that we're going to be there, but I hear tell that we are, Chris. GA

<[HoST] ST.LOU> Sam Rapp!

<[Sam030] SAM-RAPP> Hi Bob, Ron, (and others...) What are the possibilities for a modem for the Jag? Is there an RS-232 on the expansion port? Where is my T-shirt! ;-) GA

<[Bob & Ron] BOB-BRODIE> Sam, Ron Kovacs is wearing your T-Shirt. He looks great in it. So does John Gagne. We're also going to bring out baseball caps. Black with a Jaguar logo, sort of like the T-Shirt. Yes, there is an RS-232 on the expansion port, and we envision using the DSP connection to be a modem. GA

<[HoST] ST.LOU> Thanks. I am sorry to say that I will have to cut off any more /raises. There are still 20 in the queue who will be allowed their questions. Dave Shorr is next

<[Dave] D.SHORR> Has Atari considered offering a cooperative multitasking environment to its ST customers? Couldn't the multitasking AES and Desktop contained in the current version of MultiTOS be loaded without MiNT? GA.

<[Bob & Ron] BOB-BRODIE> Dave, I'm just not techincal enough to discuss that with you. The best solution that I can see now is to use MultiTOS with Geneva from Gribnif Software. Sorry, GA.

<[HoST] ST.LOU> Ron Hall is next, Bob

<[GOT FALCON!] R.HALL49> More than 1 question but only requires small answers! :) I just yesterday got my base unit Falcon(yea!) when can I get an official hard drive upgrade kit? Will Atari be able to challenge CD-32 in Europe since they are producing 20,000 units a week now? Tantalize me with visions of a Lynx II with the Jaguar chipset!!! Final Question...Jaguar sales truly to be funneled to Falcon!!! (hope,hope,hope) LOVE my Falcon BTW...thanx GA

<[Bob & Ron] BOB-BRODIE> Don't know about the HD kit, get a SCSI-II cable and go external for now. The drives are bigger and cheaper than the tiny IDEs. We will not challenge CD-32 in Europe...we will defeat them. Yes. GA

<[HoST] ST.LOU> Kevin Houser...

<[Kevin Houser] PG.MUSIC> Bob, any hope for a Falcon based dev system for the Jag &/or Lynx? Also, could I get a 'factory' direct Jag when I go to Charlotte this weekend. <g> I'm interested in doing music related Jag titles. Does it have a Midi port? <g> Kevin in Atlanta, PG Music Atari development... BTW, all PG Music stuff (new) is written on a Falcon030/14/120 <g> Good European sales too. :) ... GA

<[Bob & Ron] BOB-BRODIE> Hi Kevin. Yes, there is a TOS based dev system for the Jaguar now. I think it is quite logical to assume that it will be ported to the Falcon. Sorry, IBM is not selling the Jaguar Factory Direct at all. They build it, warehouse it, and ship it. That's all. No MIDI port, but wow! It can make terrific music!! GA

<[HoST] ST.LOU> Charles Smeton of NewSTar Tech....

<[NewSTar Tech] C.S.SMETON> Bob, where (what stores) and when can I tell my buddy in NYC to buy a Jaguar for me? GA

<[Bob & Ron] BOB-BRODIE> The Wiz, Babbages, Toys 'R Us, Electronic Boutique, Kaybee Toys, that enough Charles? GA

<[HoST] ST.LOU> Here comes Travis Guy from Atari Explorer Online... the best source of Atari news!

<[FSU #1!] AEO.MAG> Thanks Lou! <blush> Evening sirs! It sounds like everyone had a great time tonight. Bob, I think I can speak for every Atarian in saying it's good to finally have Atari back on track to the forefront - where we feel Atari belongs. Can you give us some specific reactions from some of the crowd at the event? Paul Harvey mentioned Atari and the Jaguar today in his radio show, and it was very positive. Go Atari! (And I want a Jaguar cap!) GA

<[Bob & Ron] BOB-BRODIE> Evening, Travis! It's great to see you online tonight!! Ron sez Hi!! We at Atari are very grateful for the fine job that you and rest of the very fine staff at Atari Explorer Online do to support the entire Atari Community. If only all publications would follow your excellent example of how to do an online mag! (Well, I can dream, can't I?!?!?!) Today, USA Today ran a very nice article about Video Games, and featured a full color picture of the Jaguar on the LIFE Section of the paper. The San Jose Mercury News also ran a terrific article on the Jaguar. Many of the people that were at the event tonight were financial writers, or business writers. They to a large degree, were not exposed to the Jaguar games until tonight for the very first time. They thought that the games looked and sounded great, as well as the pricing on the Jaguar for real consumers, rather than the high prices that 3DO is charging for their player. Overall, it was a very exciting night. Many people came to see how serious Atari was about the Jaguar... they came skeptics and left believers!

<[FSU #1!] AEO.MAG> Wonderful!

<[Bob & Ron] BOB-BRODIE> Look for a Jaguar cover on an upcoming issue of Die Hard Game

Fan, as well as 8 full color pages of coverage from Die Hard! GA

<[HoST] ST.LOU> I missed John Battey about 5 back so I will let him into line here. Thanks to Scott for waiting a bit longer (and to everyone else still in the queue).

<[J.Battey] J.BATTEY1> Was Ziff-Davis there tonight? (What, no coffee mugs!) GA

<[Bob & Ron] BOB-BRODIE> I'd have to look at the final attendance list to be sure. There is a list of people that did RSVP, but not all of them made it. Not sure about Ziff, sorry. GA

<[HoST] ST.LOU> Scott Corley

<[ScottJ] S.CORLEY1> Bob, why did Atari raise the list price of the Jaguar by $50? Also do you have any idea of the price that Jaguar games will sell for? Thanks. GA.

<[Bob & Ron] BOB-BRODIE> To cover the cost of the included game, which was a bit more than we had expected it to be. The price of the games will be in the 49-89 range, depending on the title, and the developer. GA

<[HoST] ST.LOU> OK.... On to Andy Smith.

<[Andy] L.SMITH70> Bob... First, Congrats!! Second, I heard the following on the Internet... I heard the Jaguar has a 'startup' sequence consisting of the Atari Fuji, a digitized roar, and a rotating cube with a jaguar on each side. True? false? More info? :) Also glad to hear you got Virgin! GA

<[Bob & Ron] BOB-BRODIE> Andy, TRUE! When the Jaguar is first turned on, the Red Jaguar logo comes on the screen, there is a digitized roar, and then a group of letters spelling out ATARI drop down from the top of the screen. Then there is a cube with digitized pics of a jaguar that rotates while a quick version of "Have you played Atari today?" is played. GA

<[HoST] ST.LOU> Let's go on to Rod Martin.... Rod... GA

<[Network 23] R.MARTIN22> Bob, is Atari still earmarking $3 million for the NY/SF release, and what is the $$$ for 1994 nationwide release? GA

<[Bob & Ron] BOB-BRODIE> Yes. We are earmarking that much for this year's release and we are finalizing next year's plans now. Part of the planning is dependent on who our retail partners are. GA

<[HoST] ST.LOU> Bob, we have a newsflash from Gene Windell.... <Gene is typing like mad>

<[Gene] E.WINDELL> About 10 minutes ago, CNN Headline News described the Jag's technical features as part of a larger story about new computer graphics technology. Other than the Fuji logo, no pictures were shown. I'm sure they will play it again.

<[HoST] ST.LOU> Thanks Gene. Rob Anisko just picked up USA Today and found the story on page 1D. Thanks Rob. On we go..... Mike Lipson

<[Bob & Ron] BOB-BRODIE> Gene, who was the CNN correspondent? Was it Steve Young?

<[Gene] E.WINDELL> Don't know.

<[HoST] ST.LOU> GA Mike

<[Mike Lipson] M.LIPSON> Hi Bob and Lou! Does the Atari/IBM contract allow IBM to license Jaguar technology for Big Blue's computers and is IBM interested in having Jaguar expansion boards? GA

<[Bob & Ron] BOB-BRODIE> No, the contract does not allow IBM to use the Jaguar chipset for any of their products. We are having some discussions with them about other possible uses for the Jaguar chipset. GA

<[HoST] ST.LOU> OK... Frank Cuccia.

<F.CUCCI> Bob, did you let the cat out of the bag i.e. the BIG developer that was to surprise all of us and is the TT030 still alive ? GA

<[Bob & Ron] BOB-BRODIE> Which BIG developer??? Accolade, Virgin, or Interplay? :-)

<[HoST] ST.LOU> Pick one!

<[Bob & Ron] BOB-BRODIE> And yes! (The TT is still alive) GA

<[HoST] ST.LOU> Tim at AEO is next.

<[Tim@AEO] AEO.8> On an earlier question about the Falcons, I happen to know that Tecnation and High End will be selling Falcons as used in Discos as lighting systems, with nifty video effects. anyway my question: When is the Jaguar to be sold in Europe? (BTW, that product is called Cyber V)

<[Bob & Ron] BOB-BRODIE> Yes they are Tim, thanks for pointing that out for everyone. We will be selling some units in the holiday season this year in Europe. GA

<[HoST] ST.LOU> Thanks. Dave Freeland has been waiting a long time.

<[David] D.FREELAND> Are there any plans to advertise the Falcon030 at all? What can you tell us about new Falcon products such as DSP modem, etc... It seems the Jaguar should allow Atari to push the Falcon more than it has so far. Go Jaguar!!! GA

<[Bob & Ron] BOB-BRODIE> Dave.... Plans to advertise the Falcon remain unchanged. We will advertise cooperativly in the markets where we have an advantage, such as music with partners like Steinberg, thank you! GA

<[HoST] ST.LOU> Lucky Seven left, Bob and Ron. Harj Nagra....

<[Harj] H.NAGRA1> What games will be available for the Jaguar this year? (...just saw the Atari Fuji on CNN about 10 minutes ago!!!) You should let Video Games magazine know that the Jag is truly 64-bit and not 32-bit as they state in their latest issue. GA

<[Bob & Ron] BOB-BRODIE> Bob is near death! :-) Ron typing

<[HoST] ST.LOU> Hehehehe...

<[Bob & Ron] BOB-BRODIE> Hi Harj... Bob has already written a letter to Video Games and will mail it when he returns to Sunnyvale. Your right, they certainly made some mistakes! GA

<[HoST] ST.LOU> Jungle Jim!

<J.THORNHILL> Bob, can you tell us specifically what the Atari vs. Sega suit is all about concerning the scrolling? GA

<[Bob & Ron] BOB-BRODIE> Jim Thornhill, other than the press release, I have no other information to share with you at this time. GA

<[HoST] ST.LOU> Were you going to list 4 games?

<[Bob & Ron] BOB-BRODIE> CyberMorph, Crescent Galaxy, Raiden and Dynodudes. We expected Checkerd Flag to be ready but it's late! GA

<[HoST] ST.LOU> OK.... James Vogh.

<[James] J.VOGH> How large are the areas (NY and SF) where the Jaguar will be released. For example, will stores in Connecticut and possibly Massachusetts also have the Jaguar? GA

<[Bob & Ron] BOB-BRODIE> James: I believe for the retail chains we are talking metro NY and the San Fran bay area. Connecticut _MIGHT_ see a few Jags but I really doubt Mass will except for our current Atari, dealers. GA

<[HoST] ST.LOU> Sandy from AEO Then Gregg from AEO

<[--Sandy] AEO.9> My 1st RTC. Can you tell us anything about how you interact with Time Warner

<[Bob & Ron] BOB-BRODIE> Sandy.. Welcome to your FIRST RTC here on GEnie.

<[–Sandy] AEO.9> If not Love you all anyway GA

<[Bob & Ron] BOB-BRODIE> We have an arrangement with Time-Life to have access to their vast library of film and sound clips to be used with Jaguar titles. Other than that, they own about 23% of Atari. GA

<[HoST] ST.LOU> Gregg... from Computer STudio?

<[Gregg] AEO.7> Well, yes as a matter of fact <grin>. I'm impressed, I wish I could have been up there in NY for the show.... However, while we're all hoping to see the Jag become THE dominate factor in the game industry, I'm more Atari computer oriented and have to ask if you've any idea how long it will be before we can expect to see the Jag's fantastic graphics and audio made available in a TOS-based Atari computer and/or on a VME card for the TT/MegaSTe line? Thanks, and keep up the great work. GA

<[HoST] ST.LOU> Thanks Gregg.

<[Bob & Ron] BOB-BRODIE> Gregg, Nice to hear from you. At this point in time, it's nearly impossible to project when that might happen. For one thing... some of the developer tools for the Jaguar are still maturing. Also, doing such an enterprise would require the addition of even more staff to assure that it could be done properly. Let us get the Jaguar properly launched, supported, and in the market place and we'll see that we can do on the computer side. GA

<[HoST] ST.LOU> But we can sure hope for the future. Right, Gregg? :-) Next we have Sir Fransis...

<[Sir Fransis] K.DRAKE> How many sounds can the Jag generate simultaneously (3DO=8)? Where is the ComLynx port? Any CD titles in development (7th Guest)? Thanks 4 coming! GA

<[Bob & Ron] BOB-BRODIE> The ComLynx port is incorporated in the expansion port at the rear of the machine. GA

<[HoST] ST.LOU> Final question comes from Tony Wetmore.

<WETMORE> A couple real quickies (I hope): Will the "accessory" cables
and such (S-Video, etc) be available at launch (ie. 2 weeks or so)? Also, can we expect/hope for any Atari coin-op translations next year? Such as: Hard/Race Drivin', Steel Talons, etc? And, again - thanks(!!) for coming online and staying so long!

<[Bob & Ron] BOB-BRODIE> Yes, there will be conversions of coin op games, although not all of them will be Atari Games products. For instance, Virtual Racing is one of the games that we are looking at as a model for what will be done with at least one of the racing games that we're working on. Re the cables, not 100% sure on that, although they should be along quite soon. :) GA

<[HoST] ST.LOU> A record breaking night for Atari and Dateline Atari! Record length, record number of questions, record number of attendees. What can I say? Congratulations to Bob and his guest (and friend) Ron Kovacs for their service above and beyond. GA

<[Bob & Ron] BOB-BRODIE> Lou, THANKS! It has been a really long day for us here in New York. I'm very grateful to our official online service, GEnie, and to our friends that staff the Atari RT's for allowing us to share this very special evening for a Dateline Atari Conference. While we normally do this on a Friday night, I will be up in the air, on my way home to California when the conference will normally be running. Thanks to GEnie for allowing us some slack in scheduling this time. :) I'm also grateful that my very good friend Ron Kovacs could be here to share his impressions of the Jaguar launch event, as well as help with the typing tonight. A rare privilege for me to hand over the keyboard and just give my answers without having to type all night long!! :) Thank you all for coming. We had a very enjoyable evening. And we look forward to our next session of Dateline Atari with you next month, here on the official Atari online resource: GEnie. I hope that you all enjoy the rest of the evening, and the beginning of the holiday season. Happy Thanksgiving to you all! Good night!

<[HoST] ST.LOU> You are most welcome, Bob. The pleasure truly is ours. Folks, look for this transcript in AEO or in library 13 on Saturday morning. Thanks to everyone for coming and have a safe drive home :-) <Bob, get to sleep!!>

(Editor's note: This is the complete text of the discussions concerning the formal introduction of the Atari Jaguar Game System. It is reprinted from Atari Explorer Online Magazine, Issue #219. Also in a BBS round table GA stands for Go Ahead.)

Music News

The Ultimate Falcon Digital Audio //// Production Suite Has Arrived!

Steinberg officially released Cubase Audio for the Falcon at the recent AES (Audio Engineers Society) show held in New York city this past Oct 14 to 16. Atari's James Grunke was on hand to field questions from excited onlookers as Steineberg/Jones rep Ray Williams put the program through its paces. The program is, in a word, amazing! Steinberg really pulled out all the stops and apparently had a field day taking advantage of all the features of Atari's incredible Falcon 030.

On the digital audio end, the program offers 3 types of recording - direct to hard drive with continous, simultaneous record/playback capabilities; RAM-based playback of audio which has been fed directly into RAM exactly like sampling (this expands your number of digital audio sources for playback); a second sampler-based RAM playback option with real-time trigger performance playback that allows you to assign samples to a specific MIDI note.

There are 8 channels of equilization with 3-band EQ and independent cue control. A reverb auxilary feature gives you send/return capabilities for each track, with early reflection, time decay, and cut-off filter assignable to all 8 channels. In addition, there's also chorus effects with frequency and feedback sweeps. These features allow for unprecedented control of the Falcon's powerful DSP chip digital FX features.

A permanent mix-down feature allows you to take all 8 tracks and condence them down to 2 stereo tracks. Use this to bounce your 8 tracks down to two, writing them to a totally different track for complete, non-destrucitve mix-down, leaving you with six open tracks to bounce down to another two tracks, etc. This gives you the potential for an actual grand total of 20 digital tracks with full automation for mixdown on all tracks, both digital audio as well as (256) MIDI tracks!

In addition Cubase Audio offers the ability to stretch and compress an audio file without changing the pitch of the piece! This is the first featured release that lets a user take advanatge of the powerful processing capabilities of the Motorola DSP5601 chip. Processing speed is considerably faster over the Macintosh equivalent Time Bandit feature for the Mac's version of Cubase Audio, which requires a sound accelator card (Digidesign's ProTools, Soundtools II, Audio Media II). Included tools for this feature of Falcon Cubase Audio allow this aspect of time processing to be driven by either SMPTE, MIDI tempo or directly changed by the number of samples!

Last but not least, you can synchronize directly to SMPTE via the use of Steinberg's stand-alone SMPII SMPTE-to-MIDI interface, which also has 4 MIDI ins, 4 MIDI outs and a large LED SMPTE display window. This unit is a big improvement over Steinberg's Cubase-related Midex Plus, letting you now access the Falcon's internal clock directly through the Falcon's parallel port. Wow!!! Steinberg / Jones; 17700 Raymer Street, Suite 1001; Northbridge, CA 91325. (818) 993-4161.

There's a Falcon hardware modification that Steinberg says Atari also highly recommends. It involves the removal of a couple of resistors and capacitors which will: defeat Atari's factory-set bass boost (a definate improvement to the over-all sound quality), reduce the speaker amplifier gain, and also reduce the input gain by 6db. This last improvement reconfigures the Falcon's input level to industry-standard -10dbv. Although these adjustments will void Atari's warranty, the results in improved audio response to the average listener are quite impressive.

//// Powerful Digital Audio Stereo Editing Package

Oregon Research has also announced the soon-to-re-released Clarity Falcon direct-to-disk digital audio recording package which will includes a line-level-to-Falcon audio input lead for connection of external CD players and other sound sources, for true, professional quality 16-bit recording.

The package consists of both software and hardware. The hardware portion consists of a unit which plugs into the Falcon's DSP port, allowing direct access to the DSP 56001 and provides capabilities for recording at both 44.1 and 48kHz sampling rate. In addition it also provides additional clock speeds, which allows you to sync to alternate mediums, such as CDs and DAT.

The software consists of a suite of programs: Memory Based editor, Hard Disk based editor, MIDIPlay and Drumbeat. Loaded samples/sound files for Memory and Hard Disk based editors initially appear as icons in a GEM based editing environment, and clicking on an icon opens a window to display the sample's waveform. You can perform "free-flow" editing between multiple sample/sound file windows, and Tools include cut, copy, paste, insert, delete, overlay, fade in/out, cross fade, analyze and filter.

The MIDIPlay program provides multi-timbral voice output under the control of an external MIDI keybaord or sequencer, with capabilties for mapping up to 128 different samples across a 9-octave keyboard range. pitch shift control is automatic, but samples may be further tuned or transposed as required.

Drumbeat is a sampling sequencing system with full internal or external MIDI sample control. Whole songs are constructed using rhythmn patterns to build the structure. Clarity Falcon is set to be released this the late fourth quarter of '93.

(Editor's Note: This is Music News Update has been compiled from several sources, most notably, Atari Explorer Online Magazine, Issue #219.)